

P.E. Achievement Rubric for Knollwood Report Card Grade 4

12/2/2011 6:30 PM

Performance Indicators	Rubric
Movement skills show evidence of developmentally appropriate form and control in structured settings (skill practice)	<p style="text-align: center;">3</p> <ul style="list-style-type: none"> • Holds equipment properly • Body movements follow demonstrated form, but may lack fluidity • Applies appropriate use of equipment • Exhibits spatial awareness
	<p style="text-align: center;">2</p> <ul style="list-style-type: none"> • Body movements follow demonstrated form, but may need guidance • Occasionally demonstrates spatial awareness • Occasionally demonstrates proper use of equipment
	<p style="text-align: center;">1</p> <ul style="list-style-type: none"> • Attempts to follow demonstrated form when prompted • With delineated physical boundaries, spatial awareness is exhibited
	<p style="text-align: center;">E</p> <ul style="list-style-type: none"> • Body movements are fluid • Exhibits exceptional skill/ability • Skill level suggests prior experience
Able to apply to a dynamic setting (game) those skills practiced in a structured setting	<p style="text-align: center;">3</p> <ul style="list-style-type: none"> • Learned body movements are applied to a game/activity • I s able to describe when, where, and how to use and adapt specific movement skills and concepts in physical activities • I s able to observe physical activities and provide feedback to participants to improve performance
	<p style="text-align: center;">2</p> <ul style="list-style-type: none"> • Learned body movements are applied in a game setting after repeated practice • With prompting and guidance is able to describe when, where, and how to use and

	adapt specific movement skills and concepts in physical activities
	1
	<ul style="list-style-type: none"> • Attempts to apply appropriate body movements to a game/activity
	E <ul style="list-style-type: none"> • The transition between a structured setting to a game is smooth • Plays in such a way as to allow others to improve • Learned body movements are applied to a game with fluidity and consistency • Frequently provides feedback to fellow students to improve performance